

Soundscapes

Module Code:	FAM5001-B
Academic Year:	2018-19
Credit Rating:	20
School:	Department of Media Design and Technology
Subject Area:	Film and Media
FHEQ Level:	FHEQ Level 5
Module Leader:	Dr Mark Goodall

Additional Tutors:
Mr Christopher Hazell

Pre-requisites:

Co-requisites:

Contact Hours

Type	Hours
Lectures	10
Tutorials	10
Laboratory	10
Directed Study	170

Availability Periods

Occurrence	Location/Period
BDA	University of Bradford / Semester 1 (Sep - Jan)

Module Aims

An understanding of the properties and uses of sound production and related theoretical perspectives. Use of theoretical models to analyse a subject related to sound. Understanding of working with sound.

Outline Syllabus

The development of sound recording and the effect of changing technologies within the film, broadcasting and music industries; early electronic instruments, music concrete, synthesizers. MIDI, computer music and sampling; music in the age of mechanical, electronic and digital reproduction, ambient music; sound and the moving image; music on film, MTV and the rise of pop promos; radio: programming and audience; the sound studio; audio recording software and its uses; working in the sound studio.

Key Texts

Sterne, J. (2012) *The Sound Studies Reader*. London: Routledge.

Bull, M. and Back, L. (2004) *The Auditory Culture Reader*. London: Berg.

Chion, M. (1994) *Audio-vision: sound on screen*. New York: Columbia University Press.

Wurtzler, S.J. (2007) *Electric Sounds: technological change and the rise of corporate mass media*. New York: Columbia University Press.

Sexton, J. (2007) *Music, Sound and Multimedia: from the live to the virtual*. Edinburgh University Press.

Shuker, R. (2012) *Understanding popular music culture*. London: Routledge.

Module Learning Outcomes

On successful completion of this module, students will be able to...

- 1 Contextualise the development and use of technologies for sound production and reproduction and their cultural applications in the cinema, media, broadcasting and music industries and apply this to a practical production.
- 2 Apply skills in the analysis of sound through presentations and a practical production including audio skills, recording practices, editing and mixing sound.
- 3 Plan and deliver a presentation and a sound production project (a short soundscape, mixing different audio parts, to be agreed with tutors).

Learning, Teaching and Assessment Strategy

Lectures and screenings are used to impart requisite knowledge about sound in media (film, popular music, the sonic landscape) and to explore relevant theoretical issues in further detail. Labs are used to impart practical knowledge of sound production. Tutorials are used for problem solving and refinement of ideas and production of an individual audio project. Seminar presentations are used to assess student knowledge on the subject of sound.

Supplementary assessment is to repair deficiency in original submission (individual audio project and presentation).

Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess'
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Summative	Presentation	Individual presentation (10 mins)	10 minutes	50%	Yes
Summative	Other form of assessment DO NOT USE	Audio Project TBC		50%	Yes

Legacy Code (if applicable)

EM-0211D

Reading List

To view Reading List, please go to [rebus:list](#).